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Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	0	"client:device".clm. and proxy.clm. and server.clm. and wireless.clm. and "privacy agreement".clm. and exchange.clm. and negotiation.clm.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/01/26 20:23
L2	0	"client device".clm. and proxy.clm. and server.clm. and wireless.clm. and "privacy agreement".clm. and exchange.clm. and negotiation.clm.	US-PGPUB; USPAT	OR	OFF	2006/01/26 20:24
L3	0	"client:device".clm. and proxy.clm. and server.clm. and wireless.clm. and "privacy""clm." and "agreement".clm. and exchange.clm. and negotiation.clm.	US-PGPUB; USPAT	OR	OFF	2006/01/26 20:24
L4	0	"client device".clm. and proxy.clm. and server.clm. and wireless.clm. and "privacy""clm." and "agreement".clm. and exchange.clm. and negotiation.clm.	USPAT	OR	OFF	2006/01/26 20:25
L5	0	"client".clm. and "device":clm. and proxy.clm. and server.clm. and wireless.clm. and "privacy""clm." and "agreement".clm. and exchange.clm. and negotiation.clm.	USPAT	OR	OFF	2006/01/26 20:25
L6	2	"client device" and proxy and server and wireless and "privacy agreement" and exchange and negotiation	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/01/26 20:27
L7	2	726/12	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/01/26 20:27
L8	1046	726/1 or 726/3 or 380/270 or 380/271 or 705/80	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/01/26 20:28


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Best 200 shown

Relevance scale

1 Client-server computing in mobile environments

 Jin Jing, Abdelsalam Sumi Helal, Ahmed Elmagarmid
 June 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 2

Publisher: ACM Press

Full text available: pdf (233.31 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)


Recent advances in wireless data networking and portable information appliances have engendered a new paradigm of computing, called mobile computing, in which users carrying portable devices have access to data and information services regardless of their physical location or movement behavior. In the meantime, research addressing information access in mobile environments has proliferated. In this survey, we provide a concrete framework and categorization of the various way ...

Keywords: application adaptation, cache invalidation, caching, client/server, data dissemination, disconnected operation, mobile applications, mobile client/server, mobile computing, mobile data, mobility awareness, survey, system application



2 Network support for mobile multimedia using a self-adaptive distributed proxy

 Zhuoqing Morley Mao, Hoi-sheung Wilson So, Byunghoon Kang
 January 2001 **Proceedings of the 11th international workshop on Network and operating systems support for digital audio and video**
Publisher: ACM Press

 Full text available: pdf (212.65 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Recent advancements in video and audio codec technologies~(e.g., RealV ideo [18] make multimedia streaming possible across a wide range of network conditions. With an increasing trend of ubiquitous connectivity, more and more areas have overlapping coverage of multiple wired and wireless networks. Because the best network service changes as the user moves, to provide good multimedia application performance, the service needs to adapt to user movement as well as network and computational res ...



3 Middleware for mobility: SyD: a middleware testbed for collaborative applications over small heterogeneous devices and data stores

Sushil K. Prasad, Vijay Madisetti, Shamkant B. Navathe, Raj Sunderraman, Erdogan Dogdu,

Anu Bourgeois, Michael Weeks, Bing Liu, Janaka Balasooriya, Arthi Hariharan, Wanxia Xie, Praveen Madiraju, Srilaxmi Malladi, Raghupathy Sivakumar, Alex Zelikovsky, Yanqing Zhang, Yi Pan, Saied Belkasim

October 2004 **Proceedings of the 5th ACM/IFIP/USENIX international conference on Middleware**

Publisher: Springer-Verlag New York, Inc.

Full text available:  [pdf\(441.56 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Developing a collaborative application running on a collection of heterogeneous, possibly mobile, devices, each potentially hosting data stores, using existing middleware technologies such as JXTA, BREW, compact .NET and J2ME requires too many ad-hoc techniques as well as cumbersome and time-consuming programming. Our System on Mobile Devices (SyD) middleware, on the other hand, has a modular architecture that makes such application development very systematic and streamlined. The architecture ...

Keywords: SyD coordination bonds, application-level QoS, atomic transactions, mobile servers, object and web service coordination

4 **Mobility & wireless access: Sensor-enhanced mobile web clients: an XForms**



 [approach](#)

John Barton, Tim Kindberg, Hui Dai, Nissanka B. Priyantha, Fahd Al-bin-ali

May 2003 **Proceedings of the 12th international conference on World Wide Web**

Publisher: ACM Press

Full text available:  [pdf\(485.90 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes methods for service selection and service access for mobile, sensor-enhanced web clients such as wireless cameras or wireless PDAs with sensor devices attached. The clients announce their data-creating capabilities in "Produce" headers sent to servers; servers respond with forms that match these capabilities. Clients fill in these forms with sensor data as well as text or file data. The resultant system enables clients to access dynamically discovered services spontaneously, ...

Keywords: MIME types, browsers, forms, mobile computing, sensors, ubiquitous computing

5 **Power optimization for real-time and media-rich embedded systems: Proxy-based**



 [task partitioning of watermarking algorithms for reducing energy consumption in mobile devices](#)

Arun Kejariwal, Sumit Gupta, Alexandru Nicolau, Nikil Dutt, Rajesh Gupta

June 2004 **Proceedings of the 41st annual conference on Design automation**

Publisher: ACM Press

Full text available:  [pdf\(494.20 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Digital watermarking is a process that embeds an imperceptible signature or watermark in a digital file containing audio, image, text or video data. The watermark is later used to authenticate the data file and for tamper detection. It is particularly valuable in the use and exchange of digital media such as audio and video on emerging handheld devices. However, watermarking is computationally expensive and adds to the drain of the available energy in handheld devices. We present an approach in ...

Keywords: handhelds, partitioning, proxy, watermarking

 [Pervasive computing: Modeling service-based multimedia content adaptation in pervasive computing](#)

Girma Berhe, Lionel Brunie, Jean-Marc Pierson
April 2004 **Proceedings of the 1st conference on Computing frontiers**

Publisher: ACM Press

Full text available:  [pdf\(691.71 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Pervasive computing applications allow users to access information from anywhere while traveling and using variety of devices. Heterogeneity and limitation of resources involved in this application demand adaptation of content according to the current context (device, user, network etc.). The dynamic nature of adaptation mechanisms together with emerging opportunities of Web Service technology provides new approach of adaptation which is service-based. While this approach would provide a valuabl ...

Keywords: content adaptation services, media transformation, multimedia content delivery, pervasive computing

7 Security on the move: indirect authentication using Kerberos

 Armando Fox, Steven D. Gribble
November 1996 **Proceedings of the 2nd annual international conference on Mobile computing and networking**

Publisher: ACM Press

Full text available:  [pdf\(1.34 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

8 Mobility: Flexible on-device service object replication with replets

 Dong Zhou, Nayeem Islam, Ali Ismael
May 2004 **Proceedings of the 13th international conference on World Wide Web WWW '04**

Publisher: ACM Press

Full text available:  [pdf\(887.11 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An increasingly large amount of Web applications employ service objects such as Servlets to generate dynamic and personalized content. Existing caching infrastructures are not well suited for caching such content in mobile environments because of disconnection and weak connection. One possible approach to this problem is to replicate Web-related application logic to client devices. The challenges to this approach are to deal with client devices that exhibit huge divergence in resource ...

Keywords: capability, preference, reconfiguration, replication, service, synchronization

9 The BTRC Bluetooth remote control system

Fridtjof Feldbusch, Alexander Paar, Manuel Odendahl, Ivan Ivanov
July 2003 **Personal and Ubiquitous Computing**, Volume 7 Issue 2

Publisher: Springer-Verlag

Full text available:  [pdf\(847.16 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Abstract Emerging radio technologies like WLAN and Bluetooth enable electronic devices of any kind to communicate with one another. A simple and easy to implement application layer protocol called BTRC protocol was developed allowing devices to exchange data of any kind and format over different protocols like TCP/IP or Bluetooth. Based upon this protocol a universal remote control system was implemented. Software applications simulating cellular phones and personal digital assistants (PDA) were ...

Keywords: Bluetooth, Protocol, Remote control

10 Game infrastructure: Using session initiation protocol to build context-aware VoIP

 **support for multiplayer networked games**

Aameek Singh, Arup Acharya

August 2004 **Proceedings of 3rd ACM SIGCOMM workshop on Network and system support for games NetGames '04**

Publisher: ACM Press

Full text available:  pdf(314.67 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Multiplayer networked games are the trend of the day. Receiving a major boost from various commercial ventures like Microsoft Xbox®[19] and Sony Playstation®[13], the networked gaming industry is set to grow dramatically. These multiplayer games allow geographically dispersed and possibly distant players to participate in a single game. In order to provide interaction amongst players in such environments, text messaging and recently, real-time voice interaction through VoIP is used. Ho ...

Keywords: SIP, VoIP, context-aware, gaming

11 Applications, services, and architecture: Smart edge server: beyond a wireless access point



G. Manjunath, T. Simunic, V. Krishnan, J. Tourrilhes, D. Das, V. Srinivasmurthy, A. McReynolds

October 2004 **Proceedings of the 2nd ACM international workshop on Wireless mobile applications and services on WLAN hotspots**

Publisher: ACM Press

Full text available:  pdf(410.68 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Wireless access at cafes, airports, homes and businesses have proliferated all over the globe with several different Wireless Internet Service Providers. Similarly, digital media has created a paradigm shift in media processing resulting in a complete change in media usage models, revamped existing businesses and has introduced new industry players. We believe there is a tremendous opportunity for application and system services at the intersection of the above two domains for exploiting the ...

Keywords: access point, low-power, management, media, security, wireless

12 Ubiquitous computing/security: Securing nomads: the case for quarantine,

 **examination, and decontamination**

Kevin Eustice, Leonard Kleinrock, Shane Markstrum, Gerald Popek, V. Ramakrishna, Peter Reiher

August 2003 **Proceedings of the 2003 workshop on New security paradigms**

Publisher: ACM Press

Full text available:  pdf(693.40 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The rapid growth and increasing pervasiveness of wireless networks raises serious security concerns. Client devices will migrate between numerous diverse wireless environments, bringing with them software vulnerabilities and possibly malicious code. Techniques are needed to protect wireless client devices and the next generation wireless infrastructure. We propose QED, a new security model for wireless networks that enables wireless environments to quarantine devices and then analyze and potenti ...

Keywords: decontamination, examination, mobile computing, nomadic computing, pervasive computing, quarantine, security, ubiquitous computing, wireless, worm

13 Going wireless, enabling an adaptive and extensible environment

Theo G. Kanter

February 2003 **Mobile Networks and Applications**, Volume 8 Issue 1

Publisher: Kluwer Academic Publishers

Full text available:  pdf(483.21 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper discusses limitations in existing and projected solutions for delivering applications to mobile users (e.g., in 3G) in an increasingly diverse heterogeneous wireless infrastructure in combination with the on-going deregulation of mobile communication and with an increasing number of more narrowly defined roles of parties participating in the delivery of applications to mobile users. Furthermore, for future service growth, users need to be the center of communication via applications t ...

Keywords: agents, context, scalability, service, wireless

14 On proxy agents, mobility, and web access

Anupam Joshi

December 2000 **Mobile Networks and Applications**, Volume 5 Issue 4

Publisher: Kluwer Academic Publishers

Full text available:  pdf(201.52 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

With the emerging need for ubiquitous access to information, web access from mobile clients is gaining increasing importance. Unfortunately, the underlying protocols of the web are not designed to support operations from a resource poor platform in a low bandwidth, disconnection prone environment. Efforts to create systems to support mobile browsing have typically been proxy‐based. However, such solutions have recently been criticized due to their non‐scalability. Developments in ad ...

15 Challenges for nomadic computing: mobility management and wireless communications

Thomas F. La Porta, Krishan K. Sabnani, Richard D. Gitlin

August 1996 **Mobile Networks and Applications**, Volume 1 Issue 1

Publisher: Kluwer Academic Publishers

Full text available:  pdf(321.40 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper, we present several challenges and innovative approaches to support nomadic computing. The nomadic computing environment is characterized by mobile users that may be connected to the network via wired or wireless means, many of whom will maintain only intermittent connectivity with the network. Furthermore, those accessing the network via wireless links will contend with limitations of the wireless media. We consider three general techniques for addressing these challenges: (1 ...

16 Composable ad hoc location-based services for heterogeneous mobile clients

Todd D. Hodes, Randy H. Katz

October 1999 **Wireless Networks**, Volume 5 Issue 5

Publisher: Kluwer Academic Publishers

Full text available:  pdf(403.18 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

17 Mobility: Improving web browsing performance on wireless pdas using thin-client

 computing

Albert M. Lai, Jason Nieh, Bhagyashree Bohra, Vijayarka Nandikonda, Abhishek P. Surana,

Suchita Varshneya

May 2004 Proceedings of the 13th international conference on World Wide Web

Publisher: ACM Press

Full text available:  pdf(433.53 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Web applications are becoming increasingly popular for mobile wireless PDAs. However, web browsing on these systems can be quite slow. An alternative approach is handheld thin-client computing, in which the web browser and associated application logic run on a server, which then sends simple screen updates to the PDA for display. To assess the viability of this thin-client approach, we compare the web browsing performance of thin clients against fat clients that run the web browser locally on a P ...

Keywords: thin-client computing, web performance, wireless and mobility

18 A methodology for analyzing the performance of authentication protocols 

 Alan Harbitter, Daniel A. Menascé

November 2002 ACM Transactions on Information and System Security (TISSEC),

Volume 5 Issue 4

Publisher: ACM Press

Full text available:  pdf(1.25 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Performance, in terms of user response time and the consumption of processing and communications resources, is an important factor to be considered when designing authentication protocols. The mix of public key and secret key encryption algorithms typically included in these protocols makes it difficult to model performance using conventional analytical methods. In this article, we develop a validated modeling methodology to be used for analyzing authentication protocol features, and we use two ...

Keywords: Authentication, Kerberos, mobile computing, performance modeling, proxy servers, public key cryptography

19 iMobile EE: an enterprise mobile service platform 

Yih-Farn Chen, Huale Huang, Rittwik Jana, Trevor Jim, Matti Hiltunen, Sam John, Serban Jora, Radhakrishnan Muthumanickam, Bin Wei

July 2003 **Wireless Networks**, Volume 9 Issue 4

Publisher: Kluwer Academic Publishers

Full text available:  pdf(2.90 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

iMobile¹ is an enterprise mobile service platform that allows resource-limited mobile devices to communicate with each other and to securely access corporate contents and services. The original iMobile architecture consists of devlets that provide protocol interfaces to different mobile devices and infolets that access and transcode information based on device profiles. iMobile Enterprise Edition (iMobile EE) is a redesign of the original iMobile architecture to address the security, ...

Keywords: content transcoding, middleware, mobile devices, mobile enterprise, mobile multimedia services

20 People, places, things: web presence for the real world 

Tim Kindberg, John Barton, Jeff Morgan, Gene Becker, Debbie Caswell, Philippe Debatty, Gita Gopal, Marcos Frid, Venky Krishnan, Howard Morris, John Schettino, Bill Serra, Mirjana

Spasojevic

October 2002 **Mobile Networks and Applications**, Volume 7 Issue 5

Publisher: Kluwer Academic Publishers

Full text available:  pdf (248.58 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The convergence of Web technology, wireless networks, and portable client devices provides new design opportunities for computer/communications systems. In the HP Labs' "Cooltown" project we have been exploring these opportunities through an infrastructure to support "web presence" for people, places and things. We put web servers into things like printers and put information into web servers about things like artwork; we group physically related things into places embodied in web servers. Using ...

Keywords: location-aware computing, nomadic computing, physical-virtual linkage, ubiquitous computing, world wide web

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